

Stef Janssens

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Portfolio: invisible99.github.io



Work Experience

01/2020 – Current – Gameplay programmer at Climax Studios (UK)

My second and current work experience is at Climax Studios where I first worked on Returnal. On this project I worked mostly on multiplayer and social features. This includes adding new features, but also improving and fixing existing systems. Currently I'm working on Everywhere.

02/2019 – 12/2019 – Gameplay programmer at Black Shamrock (Ireland)

Worked on VR, UI and AI in different games like. Star Wars Jedi: Fallen order and Destroy all Humans.

01/2016 – 06/2016 – Internship at Firewolf Studio (Belgium)

I worked on a few different games while working at, Firewolf Studio but my focus was on the EK 2016 Game where I worked on the backend and front end of the store.

2015 – 2016 – Volunteering at CoderDojo (Belgium)

CoderDojo organizes free coding workshops for kids aged 7 to 18 years.

Education

2016 – 2019 – Digital Arts and Entertainment, Major Game development, Kortrijk (Belgium)

09/2018 – 12/2018 – Erasmus study at Skövde University, Skövde (Sweden)

2013 – 2016 – PXL, Bachelor's degree in Application development, Hasselt (Belgium)

2011 – 2013 – KTA2, Informatics, Diest (Belgium)

Technical Skills

Strong programming knowledge:

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|--------|--------------|
| • C++ | • Python |
| • C# | • PHP |
| • Java | • Javascript |
| | • SQL |
| | • HTML |

Software experience:

- Visual studio
- Unity
- Unreal Engine 4

Libraries:

- DirectX
- SDL
- Physx
- FMOD
- .NET

Language Skills

Mother tongue: Dutch

Fluent in English